

# Adobe Flash

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## Introduction of Flash

- Use of Flash
- When not to use Photoshop
- What is SWF

## The Flash Environment

- Exploring the Flash Environment

## Drawing in Flash

Using Geometric Shape tool

The Oval Tool

The Rectangle tool

The PolyStar tool

The Line tool

Using Drawing tool

The Pencil tool

The brush tool

The eraser tool

Creating Lines and Curves with the Pen tool

Using Fill and Stroke Control

Choosing Colors

Choosing line styles

Controlling stroke styles

Putting Selection tool to work

The Selection tool

The Lasso tool

The Sub selection tool

### Understanding Timeline Bar

- Frames
- Layers
- Key Frames
- Frame Rate
- Onion Skin

### Understanding Properties

- Setting Page size and Backgrounds
- Stroke and fill
- Add Transparency

### Drawing and Painting

- Basic Drawing and Painting Tools
- Applying Strokes and Fills to Existing Shapes
- Creating Custom Colors, Gradients, and Line Styles
- Working in the Timeline

### Multiple Layers

- Working with Layers
- Mask Layers and Aligning Vector Shapes

### Symbols and Library

- Understanding the Library
  - Working with common library
  - Reading the Library Panel
- Editing Symbols
  - Modifying a symbol in edit mode
  - Editing a symbol in anew window
  - Editing a symbol in place

Editing a symbol from library

- Modifying Symbols

Converting arrow shape into a Graphical symbol

Using Graphical Symbol into a button

Animating Graphical symbol in a Movie Clip

Filtering Buttons

- Import sound in library

### Applying Color

- Working in the Swatches panel

Swatches panel option

- Using the Color Panel

Adjusting fill and stroke transparency

Working with gradient fills

Using Alpha setting with gradient

### Working with Text

- The text tool and the Property panel

Working with the text tool

Setting text attributes in the property panel

- Font symbol and Font Library

Creating a font symbol

- Converting Text Into Shapes

### Timeline Animation and Motion Editor

- Basic method of Flash Animation

- Frame-by-frame animation

Adding Key frames

Creating Frame-by-frame animation

Converting Frames to Key frames

Clearing Key frames Versus Removing Frames

Editing Key frames

Playing an Animation

Using Onion Skinning

Modifying Onion Skin Markers

Editing Multiple Frames

- Animating with Motion Tweening

- Understanding Motion Tweening

- Applying Motion Tween

- Creating a Motion Tween

- Adjusting Motion Tween Properties

- Adding Color Effects and Filters

- Working with Property Key frames

- Editing the Path of a Motion Tween

- Animating with Graphics

- Working with Graphic Tweening

- Understanding Frame and Instance Properties

- Copying and Pasting a Tween

- Changing the Length of a Tween

- Changing the Frame Rate

- Reversing Frames

- Adding Color Effects to a Tween

- Animating with Shape Tweening

- Using Shape Tweening

- Creating a Shape Tween Form

- Adding and Removing Key frames from a Shape Tween

- Changing Shape Positions with Shape Tweening

Adjusting Shape Tween Properties

Changing Shape Tweening Color and Alpha Options

- Creating Masks
  - Understanding Masks
  - Creating a Mask Layer
  - Drawing a Mask
  - Editing a Mask
  - Removing a Mask
  - Adding Layers to a Mask 3
  - Animating a Mask Layer

### Applying Filter

- Adding and adjusting filter
- Creating dimensional shadows
- Animation filters with motion tween

### Adding Sounds

- Importing Sounds into Flash
- Assigning a sound to a button
- Adding sound to the Timeline
- Using Audio on the Timeline
- Loading a Sound from a Shared Library
- Adding Effects and Looping Sounds
- Editing Sounds

### Action Script

What is Action Script?

Viewing the Actions Panel

Understanding Properties and Methods

Applying Properties and Methods to an Object

Attaching a Mouse Event to a Button

Working with Frame Events

Working with Clip Events

Attaching a Clip Event to a Movie Clip

Working with Action Script Behaviors

**Publishing Your Flash Movie**

- Publishing Your Movie